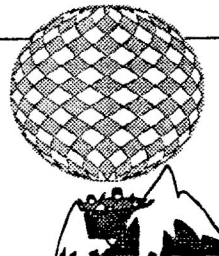


# 1991 North American Amiga Developers Conference



Denver, Colorado • September 3-7

## feedback report

*DevCon attendees were asked to rate everything from 1 to 5.*

*One is "excellent" and five is "poor."*

*Excellent-to-poor ratings are indicated as percentages.*

*The "total responses" column gives some indication of attendance.*

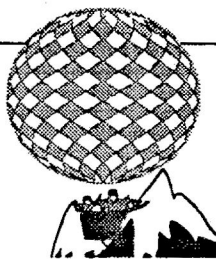
### general

	EXCELLENT <input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	POOR <input type="checkbox"/> 5	NO RESP.	TOTAL:181
Hotel facilities	32	51	11	0	0	6	
Hotel prices	6	32	32	12	7	12	
Location (hotel)	39	40	14	4	0	3	
Location (city)	37	39	20	3	1	0	
Conference fee	9	39	36	10	2	4	
Conference organization	31	47	19	3	0	0	
Conference notes	31	54	12	2	0	0	
Computer room	26	47	23	1	0	2	
Conference room facilities	33	47	17	1	0	2	
Merit of conference overall	36	50	10	1	0	3	
Technical knowledge gained	27	45	23	3	0	2	
"Networking" value	42	37	16	3	0	3	

### sessions

	EXCELLENT <input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	POOR <input type="checkbox"/> 5	TOTAL RESP.:
Intro to Amiga Programming	31	29	25	12	2	51
What's New?	37	47	15	0	0	156
New Low-End Hardware	26	54	16	4	0	164
New High-End Hardware	40	47	13	0	0	165
Developing for Future Compatibility	19	56	23	3	0	115
Low-Level System Architecture	25	49	25	1	0	72
AA Chips	36	52	10	1	0	140
Migrating to 2.0/PAL & NTSC	15	53	29	1	1	75
AA Graphics	32	52	15	0	0	124
AA Intuition	35	54	11	0	0	119
AppShell	17	37	34	11	2	95
Localization Library	28	53	19	0	0	81
Scalable Outline Fonts	24	44	25	5	2	80

# 1991 North American Amiga Developers Conference



Denver, Colorado • September 3-7

## feedback report 2

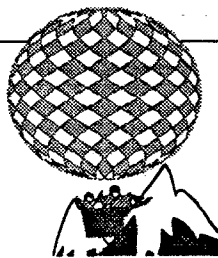
### sessions (continued)

	EXCELLENT □ 1	□ 2	□ 3	□ 4	POOR □ 5	TOTAL RESP.
Amiga in Professional Markets	23	31	31	12	2	64
Education and Consumer Markets	13	30	34	13	9	53
Localization Service	11	49	35	5	0	37
Low-Level Networking	23	52	22	2	2	65
Debugging Amiga Software	62	35	3	0	0	65
Localization Issues	27	58	15	0	0	59
Retargettable Graphics	18	64	18	1	0	108
User Interface Style	28	50	17	2	2	46
Finding the Right European Distributor	54	20	17	9	0	35
How to Publicize High Tech Products	43	30	23	3	0	30
Zorro III Architecture	39	50	11	0	0	18
A3000 Coprocessor Slot	25	50	20	5	0	20
Debugging Hardware	20	55	20	5	0	20
DSP on the Amiga	53	36	9	2	0	89
Developing for Third-Party TI 340x0 Products	24	45	19	10	2	42
Amiga Guide	33	74	40	2	0	42
High-Level Networking	16	56	19	9	0	64
AmigaVision	30	43	24	2	0	46
ARexx	28	31	34	3	3	32
IFF	13	64	17	2	4	53
Installer Utility	37	45	18	0	0	38
AppBuilder	31	40	25	3	0	67
2.0 Compatibility Issues	46	47	6	0	0	93
You Asked Us Open Forum	48	43	10	0	0	101

### cdtv sessions

	EXCELLENT □ 1	□ 2	□ 3	□ 4	POOR □ 5	TOTAL RESP.
Intro to CDTV	45	44	10	0	0	115
Compression/Decompression & CDXL	44	41	15	0	0	82
ISO File System	43	40	13	4	0	47
CDTV Hardware	44	44	13	0	0	55
Premastering, Mastering and Manufacturing Titles	26	54	10	3	3	39

# 1991 North American Amiga Developers Conference



Denver, Colorado • September 3-7

## feedback report 3

### cdtv sessions (continued)

	EXCELLENT <input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	POOR <input type="checkbox"/> 5	TOTAL RESP.
Packaging, Marketing and Distributing Titles	41	50	3	3	3	34
Special Developer Tools	44	40	12	2	2	48
Audio Techniques	6	45	29	16	3	31

### special events

	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	TOTAL RESP.
Welcome Reception: Western Buffet	22	50	22	3	2	127
Developers Showcase	15	49	30	3	3	142
Comedy Works	26	44	10	7	12	72

### planning for the future

#### Conferences should be held:

- 115 annually
- 20 every 9 months
- 14 every 6 months
- 30 whenever Commodore has new information

#### Conference duration should be:

- 144 four days (as this year)
- 25 three days
- 1 two days
- 0 one day

List preferred *east coast* site(s) for next year:  
(See list on page 11 for preferences.)

#### Type of venue should be:

- 31 inexpensive; all business
- 26 more of a resort with leisure activities
- 45 doesn't matter as long as it's cheap
- 67 doesn't matter as long as it's convenient  
(e.g., major metropolitan area)

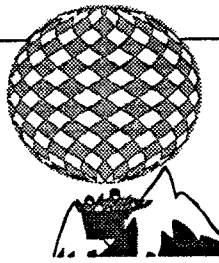
#### Next conference, please include:

- 58 more panel discussions
- 8 few informal sessions
- 49 more non-Commodore speakers
- 5 fewer non-Commodore speakers
- 27 more hardware sessions
- 14 more non-technical sessions
- 43 more special events
- 3 fewer special events
- 116 continental breakfast (as this year)
- 6 no breakfasts

Please cover the following topics at the next conference:  
(See list on page 10 for preferences.)

Please omit the following topics from the next conference:  
(See list on page 11 for preferences.)

# 1991 North American Amiga Developers Conference



Denver, Colorado • September 3-7

## feedback report 4

### planning for the future – comments

#### Sessions – Content

Eric Lavitsky's Intro to Amiga Programming needed about 2 more hours. It was a great equalizer – the DevCon technical sessions made more sense. I would have been lost without Eric's course.

The Amiga Programming class is very good. Unfortunately, by the end we were all falling asleep! Would it be possible to break the class up into four sessions and teach one each day?

Intro to Amiga Programming: Very good, concise course. Would have liked more time spent on things like writing re-entrant code, req's for writing libraries, etc. – the stuff that those of us with experience in non-multitasking OS's need guidance on.

The programmer's course did bring out a few useful points and give a nice global view – but it was just review for me.

Intro to Amiga Programming is a critical topic. Good presentation, but too long without breaks.

The Debugging Workshop was a very good idea. Perhaps we could sign up ahead of time to work one-on-one with CBM-Amiga [staff] to solve specific problems or build small parts of our own applications. We would have to submit an abstract ahead of time and the CBM [staff] would have the opportunity to approve the request.

The Debugging session was fantastic – I could have spent all day with it. Carolyn Scheppner and Bryce Nesbitt did a superb job.

Debugging Amiga Software: GREAT!!!

[Add] more/longer debugging sessions and hands-on sessions.

Finding the Right European Distributor: Outstanding!

Finding the Right European Distributor: Very Good!!!

AppBuilder: GREAT!!

[Re: C. Godfrey's AmigaVision Session] (Beautiful Voice)

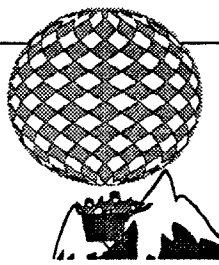
IFF session needed more time.

High-Level Networking: Need example code during presentation.

Marketing sessions too Pollyanaish.

WANTED: A business session or two made up of some Amiga developers with lots of experience. These people have made their mistakes and gotten taken in every possible way (ex. ASDG with European distribution). I want to hear first-hand how not to do things – and how to do them without repeating all the work (this is the theory we use in coding – don't reinvent the wheel).

# 1991 North American Amiga Developers Conference



*Denver, Colorado • September 3-7*

## feedback report 5

### planning for the future – comments

Unfortunate that business course was cancelled.

The marketing aspects are very important. For example, I am far more enthusiastic about CDTV now.

Organized “round tables” would be nice. Have developers sign up for moderated discussions – no more than 8-10 people per session. This would allow us to discuss topics such as real-time process control or educational applications design which are not of general interest.

Found CBM engineers too defensive on comments and in discussion at first. Pretty well mellowed out over time.

You have many dynamic and interesting session leaders. There are also some very competent people who either are not blessed with this ability, or appear to be talking down to the audience. (I’m not saying intentionally, but just what the effects are on the audience.) It would be much better to have the weaker presenters as panelists only, instead of session leaders.

I hate it when talks are nothing more than a reading of the course notes.

#### Sessions – Logistics

Videotaping and evening playback of multiple tracks would have been very nice! I couldn’t be in some of the sessions (AppShell). Videotaping would allow us to catch the replay.

Do not schedule technical sessions for conflicting (identical) time slots.

Change the tracks. I wanted to go to all hardware and all AA sessions.

An eternal problem: a major portion of the Amiga developer community are small (1 person). When multiple session tracks have items of interest occurring simultaneously, this presents a problem.

Please repeat sessions at least once and stagger them so a one-person company can attend all the sessions they are interested in.

Do better scheduling.

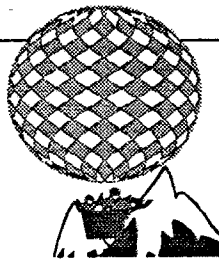
There are sessions we missed because they overlapped. Please give consideration to the arrangement of sessions.

As is the case every year, there were times when I would have liked to attend conflicting sessions. The DevCon Notes help some, but not every session has notes, and often the best part of a session is Q&A. Perhaps you could find a firm to make video and/or audio tapes of the sessions? if the price was reasonable, I know that I would buy some.

Session lengths should be geared to content – many sessions covered all material in 15 minutes, some required more than allotted time.

It would be nice if during the Q&A sections, all of the engineers involved would get on stage in an almost panel arrangement to answer questions and to be recognized for their efforts.

# 1991 North American Amiga Developers Conference



Denver, Colorado • September 3-7

## feedback report 6

### planning for the future – comments

For Q&A have a microphone in the middle of the room for people to line up at to ask questions.

Keep to schedule (don't skip break like first morning).

Start conference about an hour later. Programmers don't get up at 8 a.m.

Attendees save a lot by buying airline tickets with a Saturday night stay. Why not plan more talks all day Saturday?

Run the conference all day Saturday and 1/2 day Sunday, this allows us to stay over Saturday night which can cut the costs of flight a lot. (Calgary-Denver normally is \$500, but if you stay over Saturday night is \$350).

Condense the conference to as few days as possible – more like three full days – Thursday, Friday, Saturday, with no opening banquet. Instead have an opening buffet breakfast on Thursday.

Why not put all talks' IFF pictures on CDTV/CD-ROM?

I think CDTV should have its own mini-conference. Mainstream developers only need one or two overview sessions – unless you were simply trying to recruit them as contract programmers for true CDTV publishers.

Why change rooms all the time?

#### Notes

Provide copies of slides or censored notes from those sessions that didn't make it into the preprinted conference notes.

In the docs from the conference, include a listing of the files on the DevCon disks with brief descriptions.

If there is not going to be a handout for each session, please provide a brief synopsis of each session in advance. I still don't know what the session with the U.S. Dept. of Commerce was to be about.

Missing notes for some courses! Otherwise notes are excellent.

Hand out something for each session in notebook even if it is an ASCII text of the slides. Maybe the slides on a DevCon disk.

I hate it when talks have no course notes, incomplete course notes, or when the talk descriptions do not reflect the content of the talk. For example, the ISO-9660 talk focused on CDTV peculiarities. Or, some talks are only backgrounders that are more adequately covered in popular computer books – like the "High-Level Networking" that talked about standard Unix sockets.

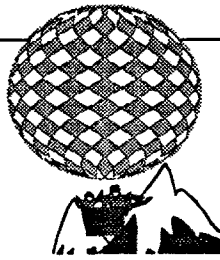
Don't give out notes until after sessions (i.e., daily) to make sessions more interesting.

#### Computer Room

Have the guards at the computer rooms and other places ease up. They are very (VERY!) rude.

---

# 1991 North American Amiga Developers Conference



*Denver, Colorado • September 3-7*

---

## feedback report 7

---

### planning for the future – comments

Stock Amigas.

More CDTV units in computer room.

Lacked PostScript or printing access.

#### Next DevCon

If there's new HW/OS stuff, present it. If not much is new (maintenance, incremental updates/fixes, work-in-progress) then have a shorter conference (but do have one).

More panel sessions would identify others with similar interests.  
[Schedule to coincide with] Gamma 3.0 or Feb '93.

Timed to allow attendance at another Amiga relevant event.

(2) How about West Chester with a Commodore tour?

Don't always have in summer.

(2) Not in south during summer.

How about having DevCon at a college campus in the summer?

Who needs leisure activities when the computer room is open all night?

#### Hotel/Venue

Hotel food was a bit pricey with few late-evening place to eat outside the hotel, unlike Atlanta.

The rarified air was a detriment.

The hotel employees were very helpful and friendly. They really made an extra effort to make this a pleasant stay.

This year's [hotel] was a great choice. Non-resort but high quality.

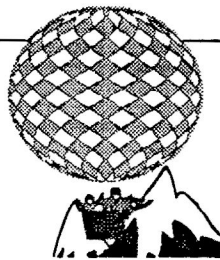
Denver was very good -- clean, near food and entertainment, and safe.

I really liked Denver, though it's far from the east coast.

#### Special Events/Food

More freebies (even just get-togethers). Not interested in the organized EXPENSIVE (over \$10 is expensive) excursions.

# 1991 North American Amiga Developers Conference



*Denver, Colorado • September 3-7*

## feedback report 8

### planning for the future -- comments

Developers Showcase is very good/important.

Make the Developers Showcase a "round robin" format where each developer gets to make a 15-minute presentation of his/her product.

Developers Showcase needs more organization and preparation by developers (i.e., signs, etc.).

Developers Showcase: Placards would be nice.

Developers Showcase: Too few products shown.

The Western Buffet dinner did not allow us to easily mingle and get to know new people. It would be nicer to have the chance to move around a bit. Perhaps a different type of reception would work?

Welcome Reception: Where was the welcome from CBM?

Welcome Reception: Good food, where was welcome?

Music too loud at Welcome Reception.

Breakfasts were great.

Continental breakfast made it easier to actually make the early sessions.

Have soft drinks at breakfast.

Keep drinks for second afternoon break.

24-hour coffee.

Please have caffeinated drinks, goodies, fruits and other munchie health food.

Would have rather gotten 2.0 ROMs and disks than free lunch and dinner.

#### **Misc.**

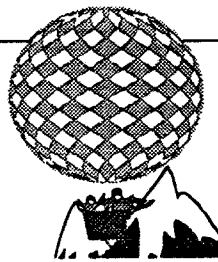
It would have been nice to be able to purchase the CDTV titles which were demo'd (the commercially available ones) at DevCon.

The presence of some of the ASOC reps was disruptive at times. I would have rather that their axes were ground elsewhere. I wouldn't presume to exclude anyone, but there was a polarization in some sessions between those of us with business purposes for attending and those who were advanced users.

Larger names on name tags (about twice the current size or a bit more). Position and company are ok.



# 1991 North American Amiga Developers Conference



*Denver, Colorado • September 3-7*

## feedback report 9

### planning for the future – comments

Badges printed too lightly – very difficult to read off names, company and position.

It would be nice to have a list of attendees (name, address, phone, company) sorted by last name in one section and company in another section. People who didn't want to be included in the list could indicate this on the registration form. It would be nice if every attendee could get a copy of this when he picks up his notes.

The backpacks were very nice, but they fell apart very easily. I know of other attendees whose backpacks fell apart also. Something a little sturdier would be better. Perhaps a better-built backpack.

Why no writing paper this year? Last year we had a full-sized notepad in the binder.

Include an actual map to the hotel.

Please have no smoking at the conference.

“PEEK”?? “POKE”?? WE AREN'T PROGRAMMING IN BASIC ON PETs OR 64s ANY MORE! TRY “READ” AND “WRITE.” (PLEASE!)

Networking with others is actually the greatest benefit.

### Non-DevCon Comments

It worries me that RTG is lower in priority than AA. There are many boards out there BEGGING for Intuition to run on them (HAM-E, DCTV, IV-24, Toaster, Firecracker, DMI, Rembrandt, GfxBase, etc.). There is strong competition here. If AA takes 1.5 years to arrive and requires all new Amigas it will be out of date by the time we get it.

Get the CD disk with the Autodocs, etc. ready. Very good way to distribute info. Commodore should have drivers able to read it (CDTV to SCSI).

Get the TIGA/DSP development software into the hands of developers.

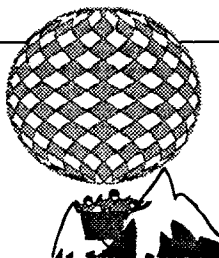
### Blatant Praise

Thank you for a very enlightening experience in Denver. A good job, well done.

Thanks to CATS for all your hard work in putting this DevCon together and for giving us so much advance warning about your plans. It helps!

This is my first DevCon. It's one of the best conferences that I've been to.

# 1991 North American Amiga Developers Conference



Denver, Colorado • September 3-7

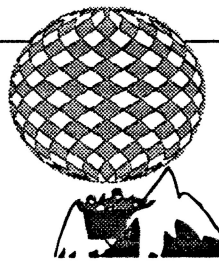
## feedback report 10

### planning for the future – sessions

Please cover the following topics at the next conference:

- |  |   |
|--|---|
| 68040 cards                                      | Intro Topics (ARexx, AmigaVision)   |
| 24-bit Color                                     | Janus   |
| All the new stuff                                | Marketing, Publishing, Authoring CDTV Tools Demo  |
| (2) AmigaDOS 3.0                                 | MIDI and CAMD   |
| (3) Migrating to 3.0                             | Multilingual Apps, more localization  |
| AA Chips   | (4) Networking  |
| AA final forms                                   | Networking A3000's  |
| AA Graphics                                      | New Hardware  |
| Advanced Boopsi Programming                      | (2) New Printer Support   |
| Amiga Marketing "Brainstorming" Work Group       | Non ECMA Latin I Support  |
| AppShell, AppBuilder, Amiga Guide                | Optimizing Amiga Software (Tips & Tricks)   |
| Architectural Issues                             | Overview of Future Software Issues (this was covered for hardware, but not too well for software) |
| Audio Device and how to use it                   | Overall Marketing and Product Direction   |
| C++ Programming                                  | Packaging   |
| CD ROM on all Amigas                             | More Peripheral Info  |
| CDTV   | Plug-in Card Session  |
| More CDTV  | PostScript  |
| CDXL Tips  | Printer Driver News   |
| Custom Chips (including DSP)                     | Real-time Graphic Programming Using the OS (i.e., game programming)                               |
| DCTV Support Tools                               | More on Retargettable Graphics  |
| Debugging PIC's                                  | (2) RTG   |
| Device Driver Session                            | Running a tiny software company   |
| Distribution: Software and Hardware              | Same topics but more examples in each session   |
| Documentation                                    | SPA Seminar   |
| Doing Business as a Tiny or One-Person Company   | Self Publishing   |
| (2) DSP in much more depth                       | TCP/IP Software   |
| DSP Tools and Capabilities                       | TIGA  |
| Education in Foreign Markets                     | Translation Services  |
| Export Marketing                                 | Translator News   |
| Specific Export Market info                      | Tutorial on Signals and Semaphores  |
| European Piracy Prevention                       | Unix and Amiga U/X machines (just Amiga specifics – I would like to have seen one).               |
| Font Technology                                  | (4) Amiga Unix  |
| Full Hardware/Software Interaction at Autoconfig | Amiga Unix – specific to the Amiga version only!  |
| Future Hardware Programming                      | Amiga Unix and its hardware support   |
| Future OS Features "Brainstorming" Work Group    | Unix (on top of, underneath or with) AmigaDOS   |
| More about future products                       | (2) Virtual Memory  |
| GadTools   | What may change in the future   |
| Game Port Programming                            | Writing Custom Gadgets for System-wide use  |
| Graphics   | Writing Device Drivers  |
| Graphics Cards                                   | Writing Manuals for Products  |
| Handling Multiple Tasks in the Same Operation    |   |
| High-end Graphics                                |   |
| High resolution with Workbench                   |   |
| Hotlinks – Live Data Interchange                 |   |

# 1991 North American Amiga Developers Conference



Denver, Colorado • September 3-7

## feedback report 11

### planning for the future – sessions

#### Please omit the following topics at the next conference:

Sessions run only by 3rd Parties (at least have Commodore chair the group presentations)

AmigaVision

(2) CDTV

Debugging Amiga Hardware

Developing 2.0

(4) Migrating to 2.0

IFF Session

Too many Localization Things

Less business-oriented

(2) Marketing session

Sweet 'n Light Market "News"

Nothing, I like it as is

### planning for the future – sites

#### Site recommendations for next year:

34 Boston*	One recommendation for each of the following:
29 Orlando	Atlantic City
24 New York*	Boca Raton, FL
19 Washington, DC	Chapel Hill, NC
11 Baltimore	Dallas
10 Philadelphia	Danbury, CT
10 Toronto	Daytona Beach
7 Atlanta	Detroit
6 West Chester	Hartford, CT
6 Charleston, SC	Indianapolis, IN
6 Miami	Jacksonville, FL
5 Katmandu, Nepal	Long Island
4 Charlotte, NC	Kennebunkport, ME
4 Chicago	Knoxville, TN
4 Cincinnati	New England
4 Montreal	New Orleans
4 Raleigh, NC	North Carolina
3 Florida	Ocean City, MD
3 Nashville	Pennsylvania
3 New Jersey	Pittsburgh
3 Richmond	Pensacola, FL
3 Tampa	St. John's
3 West Coast	Tallahassee, FL
2 Columbus	Upstate New York
2 Maine	Williamsburg, VA

\* Most respondents who chose these cities also said venue "doesn't matter as long as it's cheap."

**this document was  
generously  
contributed by**

**randell jesup**